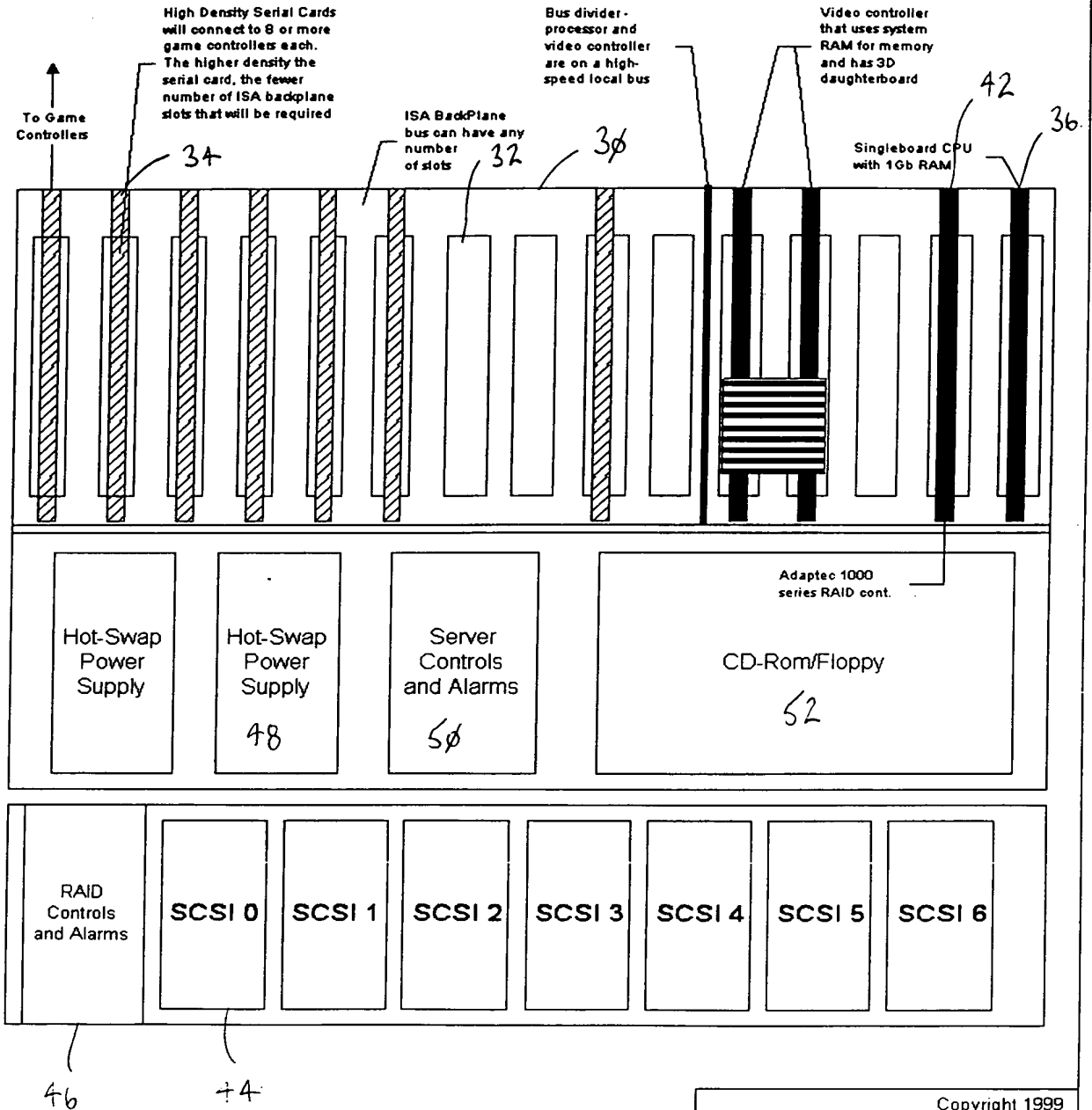


Figure 1

Game Server
Hardware Version 1.0

Figure 2



Copyright 1999
Game Server
Revision 1.1
Revision Date: March 9, 1999
Creation Date: March 9, 1999

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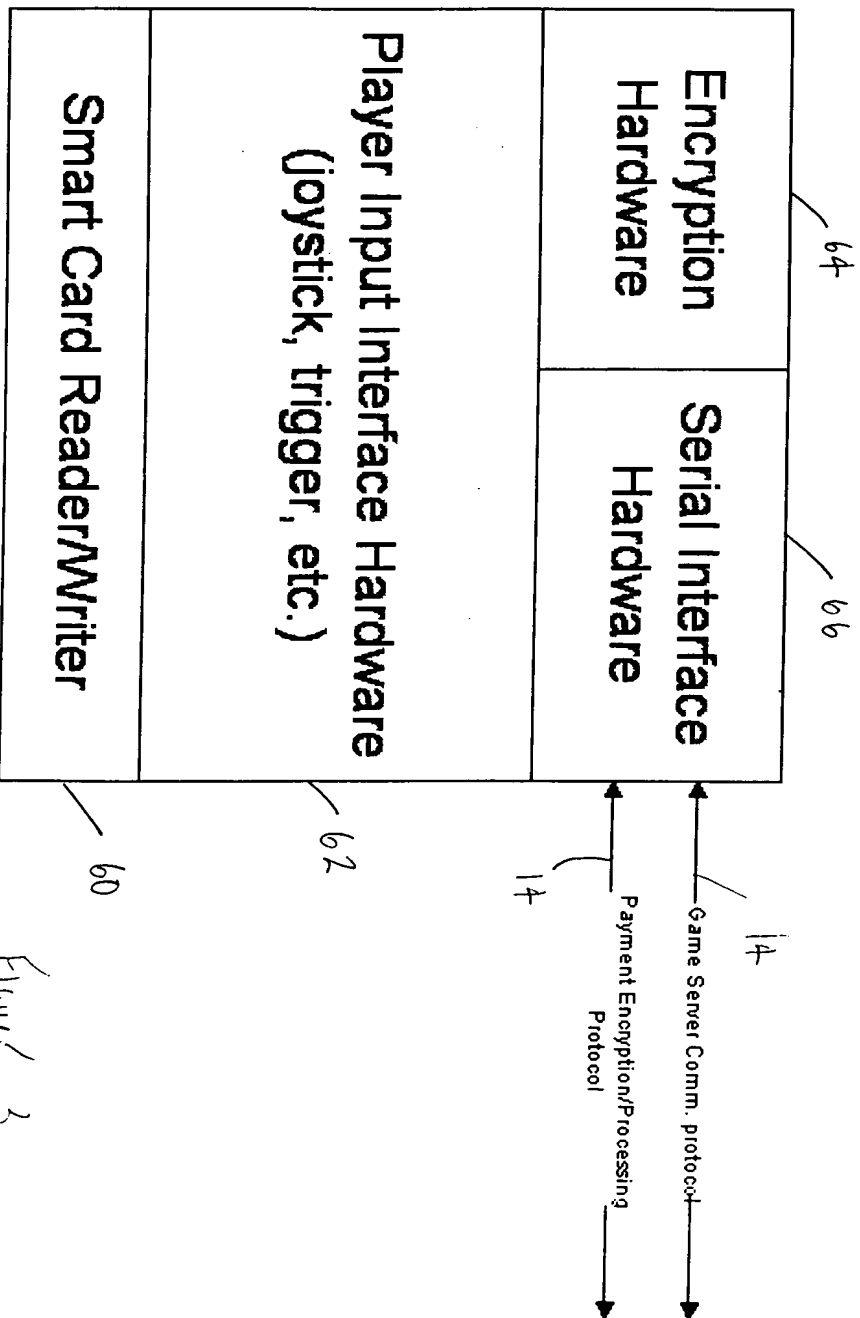


Figure 3

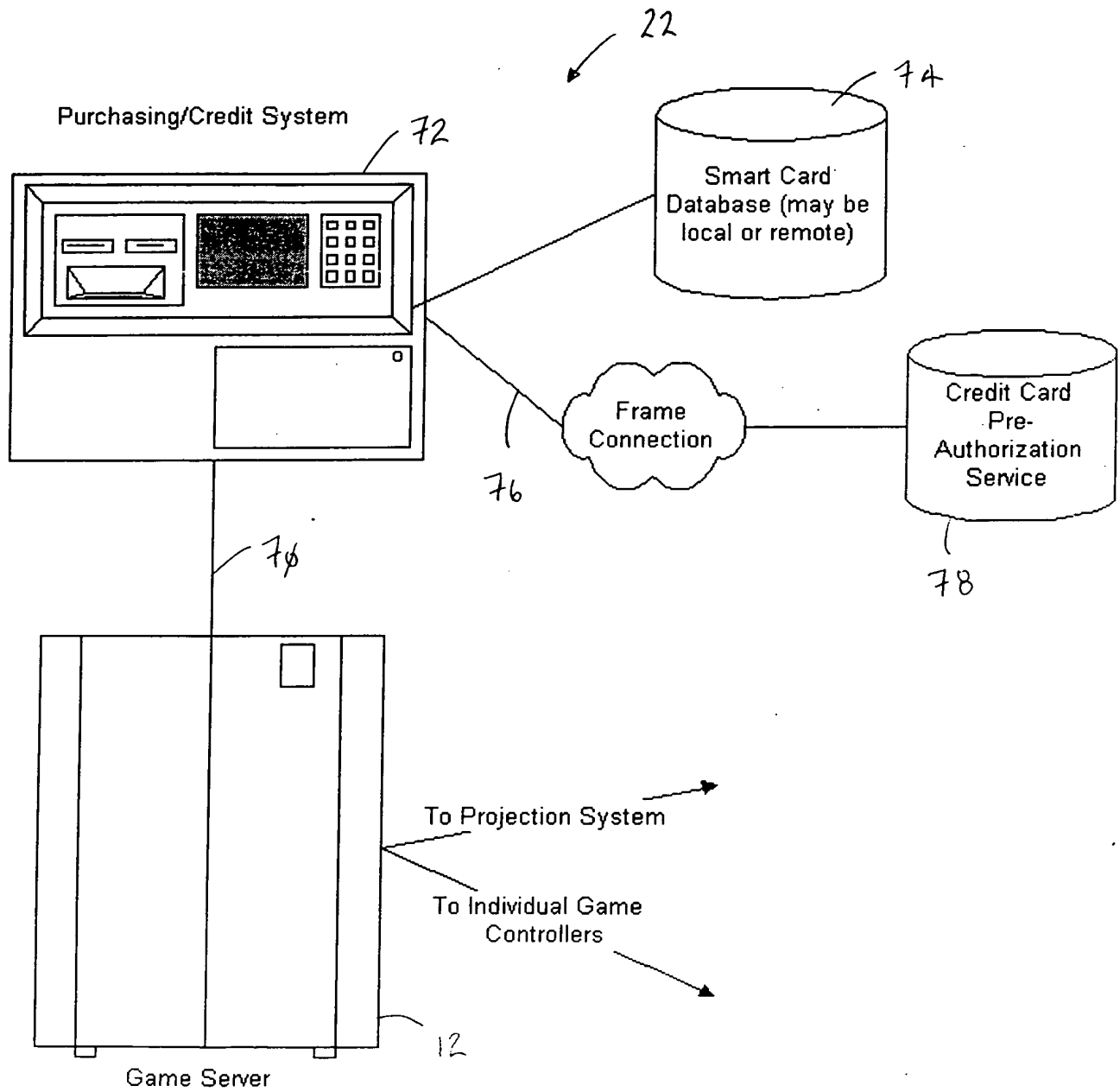


FIGURE 4

```

graph TD
    A[Determine number of available controllers] --> B[Register events for each controller]
    B --> C[Activate required controllers]
    C --> D[Wait for controller event]
    D --> E[Retrieve controller event from queue]
    E --> F[Process event]
    F --> G{Is player's game over?}
    G -- Yes --> H[Deactivate controller]
    G -- No --> D
  
```

Figure 5